How to / Maniaplanet / General / Locators

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Introduction

Whenever you insert custom media into the game, may it be custom track signs, custom music or car skins, it's all useless unless you share the media files with other people. To share these media files is the task of locators.

What are locators ?

- Locators are text files, containing the URL of a single media file (which you have uploaded to a webhoster)
- Locators are placeholders, residing where the media file resides.
- Locators have an additional ".loc" file extension in addition to the normal file (including extension).

How do locators work ?

- When a .loc file exists in place (or next to) a media file, TM will read the URL out of the .loc file and work with it.
- When your car skin has a locfile and you go online to play with other people, the URL is transferred to the other users, so their TM program will directly load the car skin from that URL.
- When a custom sign or music is integrated into a selfmade driving track, TM stores the URL into the trackfile. When another user plays or opens the track for editing, TM will automatically load the media file from the stored URL.

Where do they work ?

Pretty much whenever mediafiles are meant to be transfered to other users. Loc files work for custom cars, track signs, custom track music, mediatracker images and sounds, replay ghost skins, environment mod files and avatars ...

Attention!
When you upload a media file to a webhoster, be sure that the mediafile is IMMEDIATELY transfered when calling its URL in a web browser. This feature is called "**hotlinking**" and there are many hosts who do not allow that sort of behaviour. Hosters who allow that behaviour are for example : FileDen.Com or Dropbox.Com but of course it's always the best to have your own paid webspace for this, because it works much more reliably than remote free services.

Simple example procedure

- You have made a car skin which you want to share with other online players.
- The car skin file is "mycarskin.zip" in the [PersonalFiles]/Skins/Vehicles/CanyonCar folder.
- Load up this file to your webhost, the URL will then be e.g. *www.myhost.com/files/mycarskin.zip*.
- Open up your windows notepad, insert just this URL as text and save the textfile as [PersonalFiles]/Skins/Vehicles/CanyonCar/mycarskin.zip.loc.
- Restart your TM, chose your vehicle in the profile menu and go online to play.
- When you go onto a server the URL from the loc file will be transfered to all other users and their TM will load the carskin from that URL, so they can see YOU driving with that skin :-)

That's it. That's all about locators.

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